ABSTRACT

A method of battle in a video game is prepared with a larger number of variations of fighting characters presented so that an element of fun in a battle

5   can be extended.   In the method of battle in a video game using an information terminal, an image captured by a camera is set as a fighting character, and the set fighting character is made to battle with another fighting character on a screen.   A capability value is set for each of the fighting characters according to the attribute information, etc. about an image captured

10   by a camera, and a winner is determined depending on each capability value of a fighting character.